Cleric of Order: LG Medium Humanoid (human) Clr5

HD: 4 (24 hp) **INIT:** +5
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Quarterstaff +4 melee (1d6+1)
SA: Spells, turn undead 5/day (+2)
SAVES: Fort +4, Ref +2, Will +7
ABILITIES: Str 12, Dex 13, Con 10, Int 8, Wis 16, Cha 14
SKILLS: Concentration +4, Diplomacy +7, Spellcraft +4
FEATS: Dodge, Improved Initiative, Toughness
SPELLS: (5/5/4; save DC 13 + spell level): 0—*detect magic, light* (4); 1st—*command* (2), *protection from chaos*, shield of faith* (2); 2nd—*align weapon, calm emotions*, major resistance* (2; +3 saves). *Domain spell. Domains: Healing, Law.
POSS: Chain shirt, quarterstaff, 3,200 gp
CR: 4

Cleric of Yondalla: LG Small Humanoid (halfling) Clr2

HD: 2 (14 hp) **INIT:** +0
AC: 23 (T 11, FF 23) **SPD:** 15 ft.
ATK: Short sword +0 (1d4)
SA: Spells, turn undead 5/day (+2)
SQ: Halfling traits
SAVES: Fort +5, Ref +1, Will +6
ABILITIES: Str 11, Dex 10, Con 12, Int 10, Wis 15, Cha 14
SKILLS: Diplomacy +7, Heal +7
FEATS: Tower Shield Proficiency
SPELLS: (4/4; save DC 12 + spell level): 0—*detect magic, light* (2), *read magic*; 1st—*magic weapon* (2), *protection from evil*, sanctuary*. *Domain spell. Domains: Good, Protection.
POSS: Full plate, tower shield, short sword, 500 gp
CR: 2

Dwarf Axefighter: LG Medium Humanoid (dwarf) Ftr3

HD: 3 (30 hp) **INIT:** +1
AC: 18 (T 10, FF 17) **SPD:** 20 ft.
ATK: Dwarven waraxe +7 melee (1d10+4)
SQ: Dwarf traits
SAVES: Fort +7, Ref +2, Will +0
ABILITIES: Str 14, Dex 13, Con 16, Int 12, Wis 8, Cha 13
SKILLS: Climb +1, Intimidate +7, Jump +1
FEATS: Cleave, Dodge, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
POSS: Chainmail, heavy steel shield, masterwork dwarven waraxe, 2,000 gp
CR: 4

Ember, Human Monk: LN Medium Humanoid (human) Mnk6

HD: 6 (36 hp) **INIT:** +4
AC: 19 (T 18, FF 15) **SPD:** 50 ft.
ATK: Unarmed strike +7/+7 melee (1d8+1, magic)
SA: *Ki* strike (magic), stunning attack 6/day (Fort negates DC 15)
SQ: Evasion, purity of body, still mind, slow fall (30 ft.)
SAVES: Fort +6, Ref +9, Will +7
ABILITIES: Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 8
SKILLS: Balance +15, Hide +13, Jump +12, Move Silently +16, Tumble +15
FEATS: Deflect Arrows, Dodge, Improved Trip, Mobility, Skill Focus (Move Silently), Stunning Fist, Weapon Finesse
POSS: Quarterstaff, *belt of armor +1*, *ring of protection +1*, *sandals of Dexterity +2*
CR: 6

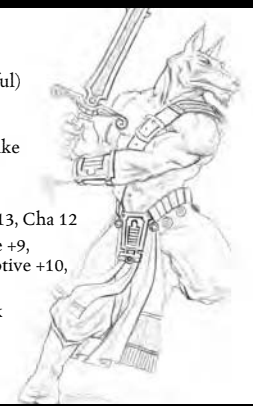
Evoker's Apprentice: NG Medium Humanoid (human) Wiz1

HD: 1 (5 hp) **INIT:** +6
AC: 12 (T 12, FF 10) **SPD:** 30 ft.
ATK: Quarterstaff +0 melee (1d6)
SA: Spells
SQ: Spells
SAVES: Fort +1, Ref +2, Will +3
ABILITIES: Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8
SKILLS: Concentration +5, Knowledge (arcana) +6, Knowledge (the planes) +6, Knowledge (dungeoneering) +6, Spellcraft +8
FEATS: Brew Potion, Improved Initiative, Scribe Scroll
SPELLS: (3/2; save DC 12 + spell level): 0—*detect magic, light, read magic*; 1st—*magic missile, magic weapon*
POSS: Quarterstaff, spellbook, spell component pouch, 800 gp
CR: 1

Halfling Veteran: NG Small Humanoid (halfling) Ftr5

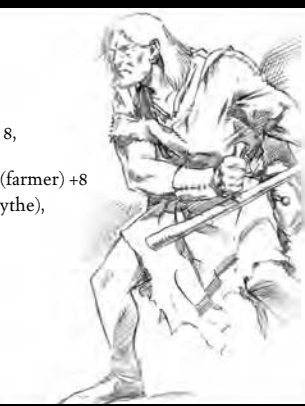
HD: 5 (37 hp) **INIT:** +8
AC: 19 (T 15, FF 15) **SPD:** 20 ft.
ATK: 2 short swords +8/+8 melee (1d4+3, 1d4+2)
SQ: Halfling traits
SAVES: Fort +6, Ref +6, Will +5
ABILITIES: Str 12, Dex 18, Con 13, Int 10, Wis 12, Cha 8
SKILLS: Climb +9, Jump +9
FEATS: Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Specialization (short sword)
POSS: Chain shirt, two short swords, 4,200 gp
CR: 5

Hound Archon: LG Medium Outsider (archon, extraplanar, good, lawful)



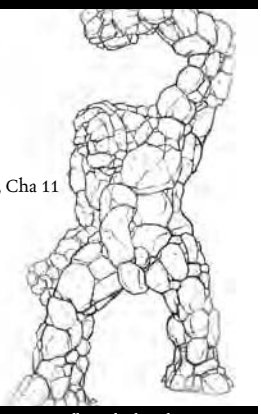
HD: 6 (33 hp) **INIT:** +4
AC: 19 (T 10, FF 19) **SPD:** 40 ft.
ATK: Greatsword +8/+3 melee (2d6+3, good, lawful) and bite +3 melee (1d8+1, good, lawful)
SQ: Archon (aura of menace DC 16), change shape (canine), DR 10/evil, outsider, scent, spell-like abilities (6th-level caster), SR 16, teleport
SAVES: Fort +6, Ref +5, Will +6
ABILITIES: Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12
SKILLS: Concentration +10, Diplomacy +3, Hide +9, Jump +11, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10 (+12 tracking)
FEATS: Improved Initiative, Power Attack, Track
POSS: Greatsword
CR: 4

Human Commoner: LN Medium Humanoid (human) Com1



HD: 1 (3 hp) **INIT:** +0
AC: 10 (T 10, FF 10) **SPD:** 30 ft.
ATK: Scythe +0 melee (2d4)
SAVES: Fort +1, Ref +0, Will +1
ABILITIES: Str 11, Dex 10, Con 13, Int 8, Wis 12, Cha 9
SKILLS: Handle Animal +3, Profession (farmer) +8
FEATS: Martial Weapon Proficiency (scythe), Skill Focus (Profession [farmer])
POSS: Scythe
CR: 1/2

Large Earth Elemental: N Large Elemental (Earth, Extraplanar)



HD: 8 (68 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 20 ft.
ATK: 2 slams +12 melee (2d8+10)
SA: Earth mastery, push
SQ: DR 5/—, earth glide, elemental
SAVES: Fort +10, Ref +1, Will +2
ABILITIES: Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
SKILLS: Listen +6, Spot +5
FEATS: Cleave, Great Cleave, Power Attack
CR: 5

Man-at-Arms: LG Medium Humanoid (human) War1

HD: 1 (5 hp) **INIT:** +4
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: Longsword +3 melee (1d8+1)
SAVES: Fort +3, Ref +0, Will +0
ABILITIES: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
SKILLS: Intimidate +3, Jump –3
FEATS: Improved Initiative, Weapon Focus (longsword)
POSS: Half-plate, heavy wooden shield, longsword
CR: 1/2

Sun Soul Initiate: LG Medium Humanoid (human) Mnk3

HD: 3 (17 hp) **INIT:** +2
AC: 14 (T 14, FF 12) **SPD:** 40 ft.
ATK: Nunchaku +3/+3 melee (1d6+1); or unarmed strike +2/+2 melee (1d6+1)
SA: Stunning attack 3/day (Fort negates DC 13)
SQ: Deflect arrows, evasion, still mind
SAVES: Fort +3, Ref +5, Will +5
ABILITIES: Str 13, Dex 14, Con 10, Int 12, Wis 15, Cha 8
SKILLS: Balance +10, Climb +7, Jump +9, Listen +8, Spot +8, Tumble +10
FEATS: Deflect Arrows, Dodge, Mobility, Stunning Fist, Weapon Finesse
POSS: Masterwork nunchaku, 2,200 gp
CR: 3

Sword of Heironeous: LG Medium Humanoid (human) Pal5

HD: 5 (37 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: +1 *bastard sword* +8 melee (1d10+3)
SA: Smite evil 2/day (+3 attack, +5 damage)
SQ: Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands 10, turn undead 5/day (+2, as Clr2)
SAVES: Fort +7, Ref +5, Will +3
ABILITIES: Str 15, Dex 10, Con 12, Int 13, Wis 10, Cha 15
SKILLS: Diplomacy +13, Heal +8, Ride +8, Perform (oratory) +6
FEATS: Exotic Weapon Proficiency (bastard sword), Lightning Reflexes, Skill Focus (Diplomacy)
POSS: Full plate, heavy steel shield, *+1 bastard sword*, 500 gp
CR: 5

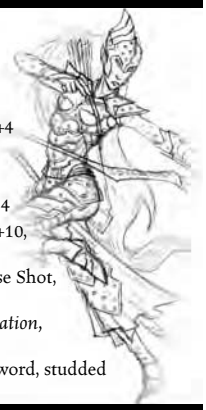
Tordek, Dwarf Fighter: LG Medium Humanoid (dwarf) Ftr1

HD: 1 (13 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Dwarven waraxe +5 melee (1d10+2)
SQ: Dwarf traits
SAVES: Fort +5, Ref +1, Will +1
ABILITIES: Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6
SKILLS: Intimidate +2, Jump +0
FEATS: Power Attack, Weapon Focus (dwarven waraxe)
POSS: Scale mail, heavy wooden shield, dwarven waraxe
CR: 1

Jozan, Cleric of Pelor: NG Medium Humanoid (human) Clr1

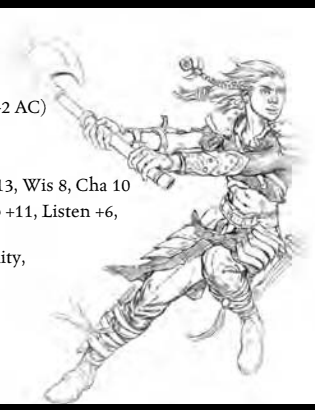
HD: 1 (10 hp) **INIT:** –1
AC: 15 (T 9, FF 15) **SPD:** 20 ft.
ATK: Heavy mace +1 melee (1d8+1)
SA: Spells, turn undead 4/day (+1)
SQ: Spells
SAVES: Fort +4, Ref –1, Will +4
ABILITIES: Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13
SKILLS: Concentration +6, Heal +6, Spellcraft +4
FEATS: Alertness, Combat Casting
SPELLS: (3/3; save DC 12 + spell level): 0—*detect magic* (2), *light*; 1st—*command*, *cure light wounds**, *protection from evil*. *Domain spell. Domains: Good, Healing.
POSS: Scale mail, heavy wooden shield, heavy mace
CR: 1

Arcane Archer: CG Medium Humanoid (elf) Rgr6/Sor1/Arc1



HD: 8 (37 hp) **INIT:** +4
AC: 17 (T 14, FF 13) **SPD:** 30 ft.
ATK: Composite longbow +11/+11/+6 ranged (1d8+2, magic); or longsword +8/+3 melee (1d8+1)
SA: Enhance arrow +1, favored enemy (orcs) +2, (giants) +4
SQ: Animal companion, elf traits, spells, wild empathy
SAVES: Fort +7, Ref +11, Will +4
ABILITIES: Str 13, Dex 19, Con 10, Int 8, Wis 10, Cha 14
SKILLS: Diplomacy +7, Knowledge (nature) +8, Listen +10, Spellcraft +0, Spot +9, Survival +10
FEATS: Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow)
SPELLS: Known (5/4): 0—*detect magic*, *light*, *prestidigitation*, *read magic*; 1st—*endure elements*, *feather fall*
POSS: Comp. longbow (+1 Str bonus), 20 arrows, longsword, studded leather, 9,300 gp **CR:** 8

Axe Sister: CG Medium Humanoid (human) Bbn3/Ftr2



HD: 5 (41 hp) **INIT:** +2
AC: 16 (T 12, FF 16) **SPD:** 40 ft.
ATK: Greataxe +8 melee (1d12+4)
SA: Rage 1/day (+4 Str, +4 Con, +2 Will, –2 AC)
SQ: Trap sense +1, uncanny dodge
SAVES: Fort +7, Ref +3, Will +0
ABILITIES: Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10
SKILLS: Climb +11, Intimidate +8, Jump +11, Listen +6, Spot +6, Survival +6
FEATS: Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack
POSS: Chain shirt, greataxe, 4,200 gp
CR: 5

Centaur: NG Large Monstrous Humanoid

HD: 4 (26 hp) **INIT:** +2
AC: 14 (T 11, FF 12) **SPD:** 50 ft.
ATK: Longsword +7 melee (2d6+6) and 2 hooves +3 melee (1d6+2); or composite longbow +5 ranged (2d6+4)
SQ: Darkvision 60 ft.
SAVES: Fort +3, Ref +6, Will +5
ABILITIES: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
SKILLS: Listen +3, Move Silently +4, Spot +3, Survival +2
FEATS: Dodge, Weapon Focus (hoof)
POSS: Longsword, composite longbow (+4 Str bonus), 20 arrows
CR: 3

Crested Felldrake: NG Small Dragon

HD: 2 (17 hp) **INIT:** +0
AC: 15 (T 11, FF 15) **SPD:** 40 ft.
ATK: Bite +3 melee (1d8)
SQ: Dragon type, scent
SAVES: Fort +5, Ref +3, Will +4
ABILITIES: Str 11, Dex 10, Con 15, Int 6, Wis 12, Cha 9
SKILLS: Hide +9, Jump +5, Listen +8, Spot +8
FEATS: Alertness
CR: 1

Elf Archer: CG Medium Humanoid (Elf) Ftr1

HD: 1 (10 hp) **INIT:** +3
AC: 15 (T 13, FF 12) **SPD:** 30 ft.
ATK: Composite longbow +2/+2 ranged (1d8+1); or scimitar +2 melee (1d6+1)
SQ: Elf traits
SAVES: Fort +2, Ref +3, Will +2
ABILITIES: Str 12, Dex 17, Con 11, Int 10, Wis 14, Cha 8
SKILLS: Climb +5, Jump +5, Listen +4, Search +2, Spot +4
FEATS: Point Blank Shot, Rapid Shot
POSS: Leather, scimitar, composite longbow (+1 Str bonus), 20 arrows, 700 gp
CR: 1

Elf Ranger: CG Medium Humanoid (Elf) Rgr2

HD: 2 (14 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: 2 handaxes +2/+2 melee (1d6+2, 1d6+1); or composite longbow +5 ranged (1d8+2)
SA: Favored enemy (evil outsiders) +2
SQ: Elf traits, wild empathy
SAVES: Fort +4, Ref +5, Will +0
ABILITIES: Str 15, Dex 15, Con 12, Int 8, Wis 10, Cha 12
SKILLS: Diplomacy +3, Knowledge (nature) +4, Listen +7, Search +2, Spot +7, Survival +5
FEATS: Dodge, Track, Two-Weapon Fighting
POSS: Studded leather, 2 handaxes, masterwork composite longbow (+2 Str bonus), 1,500 gp
CR: 2

Cleric of Corellon Larethian: CG Medium Humanoid (Elf) Clr4

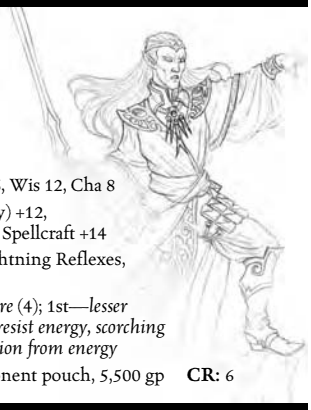
HD: 4 (25 hp) **INIT:** +4
AC: 16 (T 10, FF 16) **SPD:** 30 ft.
ATK: Longsword +5 melee (1d8+1)
SA: Spells, turn undead 4/day (+1)
SQ: Elf traits, spells
SAVES: Fort +5, Ref +1, Will +7
ABILITIES: Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 13
SKILLS: Concentration +7, Diplomacy +8, Spellcraft +1
FEATS: Improved Initiative, Scribe Scroll, Weapon Focus (longsword)
SPELLS: (5/5/4; save DC 13 + spell level): 0—*create water, detect magic, light* (2), *read magic*; 1st—*bless, deathwatch, magic weapon* (2), *sanctuary**; 2nd—*align weapon, hold person* (2), *shield other**; *Domain spell. Domains: Protection, War.
POSS: Chain shirt, heavy wooden shield, longsword, holy symbol, 3,200 gp
CR: 4

Devis, Half-Elf Bard: CG Medium Humanoid (Elf) Brd3

HD: 3 (16 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Longsword +3 melee (1d8)
SA: Spells
SQ: Bardic knowledge +5, bardic music, half-elf traits
SAVES: Fort +2, Ref +4, Will +2
ABILITIES: Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 15
SKILLS: Bluff +8, Concentration +4, Diplomacy +14, Disguise +8, Perform (sing) +8, Sense Motive +5, Spellcraft +5, Use Magic Device +8
FEATS: Dodge, Point Blank Shot
SPELLS: Known (3/2; save DC 12 + spell level): 0—*dancing lights, detect magic, lullaby, message, read magic, summon instrument*; 1st—*cure light wounds, lesser confusion*
POSS: +1 *studded leather*, masterwork longsword, *wand of cure light wounds*, masterwork lute **CR:** 3

Elf Pyromancer: CG Medium Humanoid (Elf) Wiz6

HD: 6 (19 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Longsword +3 melee (1d8)
SA: Spells
SQ: Elf traits, spells
SAVES: Fort +4, Ref +7, Will +6
ABILITIES: Str 10, Dex 16, Con 11, Int 16, Wis 12, Cha 8
SKILLS: Concentration +9, Craft (alchemy) +12, Knowledge (arcana) +12, Listen +4, Spot +5, Spellcraft +14
FEATS: Brew Potion, Great Fortitude, Lightning Reflexes, Scribe Scroll, Toughness
SPELLS: (Save DC 13 + spell level): 0—*flare* (4); 1st—*lesser fire orb* (4; close, +6 touch, 3d8 fire); 2nd—*resist energy, scorching ray* (3); 3rd—*fireball, phantom steed, protection from energy*
POSS: Longsword, spellbook, spell component pouch, 5,500 gp **CR:** 6



Gnome Recruit: NG Small Humanoid (Gnome) War1

HD: 1 (6 hp) **INIT:** +0
AC: 16 (T 11, FF 16) **SPD:** 20 ft.
ATK: Longsword +2 melee (1d6)
SQ: Gnome traits
SAVES: Fort +4, Ref +0, Will +1
ABILITIES: Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8
SKILLS: Hide +3, Listen +1, Spot +1
FEATS: Iron Will
POSS: Chain shirt, light steel shield, longsword
CR: 1/2

Human Wanderer: NG Medium Humanoid (human) Rgr3

HD: 3 (20 hp) **INIT:** +6
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Scimitar +3 melee (1d6+2) and short sword +3 melee (1d6+1); or composite longbow +5 ranged (1d8+2)
SA: Favored enemy (undead) +2
SQ: Wild empathy
SAVES: Fort +3, Ref +5, Will +2
ABILITIES: Str 15, Dex 14, Con 10, Int 8, Wis 13, Cha 12
SKILLS: Gather Information +4, Knowledge (nature) +5, Listen +9, Move Silently +7, Spot +9, Survival +7
FEATS: Alertness, Endurance, Improved Initiative, Toughness, Track, Two-Weapon Fighting
POSS: Studded leather, scimitar, short sword, composite longbow (+2 Str bonus), 2,200 gp
CR: 3

Krusk, Half-Orc Barbarian: CN Medium Humanoid (orc) Bbn3

HD: 3 (31 hp) **INIT:** +1
AC: 16 (T 11, FF 16) **SPD:** 40 ft.
ATK: Greataxe +8 melee (1d12+4)
SA: Rage 1/day (+4 Str, +4 Con, +2 Will, –2 AC)
SQ: Darkvision 60 ft., trap sense +1, uncanny dodge
SAVES: Fort +5, Ref +2, Will +2
ABILITIES: Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6
SKILLS: Climb +8, Jump +8, Listen +7
FEATS: Power Attack, Weapon Focus (greataxe)
POSS: *+1 chain shirt*, masterwork greataxe, 3 *potions of cure light wounds*
CR: 3

Lidda, Halfling Rogue: CN Small Humanoid (halfling) Rog1

HD: 1 (7 hp) **INIT:** +7
AC: 16 (T 14, FF 13) **SPD:** 20 ft.
ATK: Rapier +1 melee (1d4); or light crossbow +4 ranged (1d6)
SA: Sneak attack +1d6
SQ: Halfling traits, trapfinding
SAVES: Fort +2, Ref +6, Will +1
ABILITIES: Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8
SKILLS: Balance +5, Bluff +1, Climb +4, Disable Device +6, Hide +11, Jump +5, Listen +6, Move Silently +9, Open Lock +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1
FEATS: Improved Initiative
POSS: Leather, rapier, light crossbow, 10 bolts
CR: 1

Nebin, Gnome Illusionist: CG Small Humanoid (gnome) Ill4

HD: 4 (22 hp) **INIT:** +2
AC: 15 (T 13, FF 13) **SPD:** 20 ft.
ATK: Club +2 melee (1d4–1)
SQ: Gnome traits, spells
SAVES: Fort +3, Ref +3, Will +5
ABILITIES: Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8
SKILLS: Concentration +9, Craft (alchemy) +12, Hide +7, Knowledge (arcana) +10, Listen +5, Spot +2, Spellcraft +12
FEATS: Scribe Scroll, Spell Focus (illusion), Toughness
SPELLS: (4/5/4; save DC 13 + spell level): 0—*detect magic, ghost sound*, light, read magic*; 1st—*color spray** (2), *disguise self, magic weapon, Tenser's floating disk*; 2nd—*blur* (2), *Melf's acid arrow, misdirection**. *Illusion spell, DC +3.
POSS: Club, *bracers of armor +1, amulet of natural armor +1*, 2 *potions of cure light wounds*, *wand of magic missile*, spellbook, spell component pouch **CR:** 4

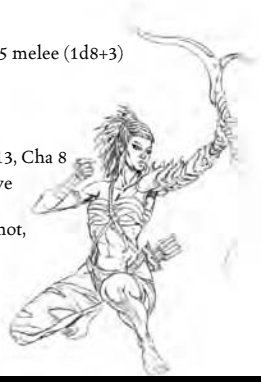
Vadania, Half-Elf Druid: N Medium Humanoid (elf) Drd3

HD: 3 (20 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 20 ft.
ATK: Scimitar +4 melee (1d6)
SQ: Animal companion, half-elf traits, nature sense, spells, trackless step, wild empathy, woodland stride
SAVES: Fort +5, Ref +4, Will +6
ABILITIES: Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8
SKILLS: Concentration +7, Handle Animal +5, Heal +8, Spellcraft +7, Survival +8
FEATS: Scribe Scroll, Weapon Focus (scimitar)
SPELLS: (4/3/2; save DC 12 + spell level): 0—*detect magic* (2), *detect poison, light*; 1st—*magic fang* (2), *produce flame*; 2nd—*cat's grace, flame blade*
POSS: *+1 hide*, heavy wooden shield, masterwork scimitar, *cloak of resistance +1*, scroll of *barkskin*
CR: 3

Wild Elf Barbarian: CN Medium Humanoid (elf) Bbn2

HD: 2 (20 hp) **INIT:** +1
AC: 13 (T 11, FF 13) **SPD:** 40 ft.
ATK: Handaxe +4 melee (1d6+2); or composite longbow +3 ranged (1d8+2)
SA: Rage 1/day (+4 Str, +4 Con, +2 Will, –2 AC)
SQ: Uncanny dodge
SAVES: Fort +4, Ref +1, Will +1
ABILITIES: Str 15, Dex 12, Con 12, Int 10, Wis 13, Cha 8
SKILLS: Listen +6, Search +2, Spot +4, Survival +6
FEATS: Dodge
POSS: Leather, composite longbow (+2 Str bonus), 1,700 gp
CR: 2

Wood Elf Skirmisher: CG Medium Humanoid (elf) Rgr3



HD: 3 (20 hp) **INIT:** +3
AC: 13 (T 13, FF 10) **SPD:** 30 ft.
ATK: Longbow +4/+4 ranged (1d8+2); or spear +5 melee (1d8+3)
SA: Favored enemy (gnolls) +2
SQ: Wild empathy
SAVES: Fort +4, Ref +6, Will +2
ABILITIES: Str 14, Dex 16, Con 13, Int 8, Wis 13, Cha 8
SKILLS: Knowledge (nature) +7, Listen +9, Move Silently +9, Search +1, Spot +9, Survival +7
FEATS: Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track
POSS: Composite longbow (+2 Str bonus), spear, 2,200 gp
CR: 3

Azer Raider: LN Medium Outsider (extraplanar, fire)

HD: 2 (11 hp) **INIT:** +1
AC: 19 (T 11, F 18) **SPD:** 30 ft.
ATK: Warhammer +3 melee (1d8+1 plus 1 fire)
SA: Heat
SQ: Fire subtype, outsider, SR 13
SAVES: Fort +4, Ref +4, Will +4
ABILITIES: Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
SKILLS: Appraise +6, Climb +4, Craft (any two) +6, Hide +4, Jump +4, Listen +6, Search +6, Spot +6
FEATS: Power Attack
POSS: Warhammer, heavy steel shield
CR: 2

Half-Orc Monk: LN Medium Humanoid (Orc) Mnk4

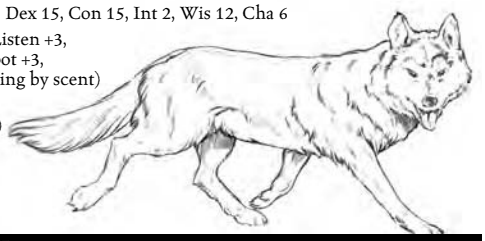
HD: 4 (25 hp) **INIT:** +1
AC: 13 (T 13, FF 12) **SPD:** 40 ft.
ATK: Unarmed strike +6/+6 melee (1d8+4, magic)
SA: *Ki* strike (magic), stunning attack 4/day (Fort negates DC 14)
SQ: Evasion, slow fall (20 ft.), still mind
SAVES: Fort +5, Ref +5, Will +6
ABILITIES: Str 18, Dex 12, Con 13, Int 8, Wis 14, Cha 6
SKILLS: Jump +11, Listen +9, Spot +9
FEATS: Deflect Arrows, Dodge, Stunning Fist, Weapon Focus (unarmed strike)
POSS: 3,300 gp
CR: 4

Lizardfolk: N Medium Humanoid (Reptilian)

HD: 2 (11 hp) **INIT:** +0
AC: 17 (T 10, FF 17) **SPD:** 30 ft.
ATK: Club +2 melee (1d6+1) and bite +0 melee (1d4)
SQ: Hold breath
SAVES: Fort +1, Ref +3, Will +0
ABILITIES: Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
SKILLS: Balance +4, Jump +5, Swim +2
FEATS: Multiattack
POSS: Heavy wooden shield, club
CR: 1

Wolf: N Medium Animal

HD: 2 (13 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 50 ft.
ATK: Bite +3 melee (1d6+1)
SA: Trip
SQ: Low-light vision, scent
SAVES: Fort +5, Ref +5, Will +1
ABILITIES: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SKILLS: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 tracking by scent)
FEATS: Track, Weapon Focus (bite)
CR: 1



Barghest: LE Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)

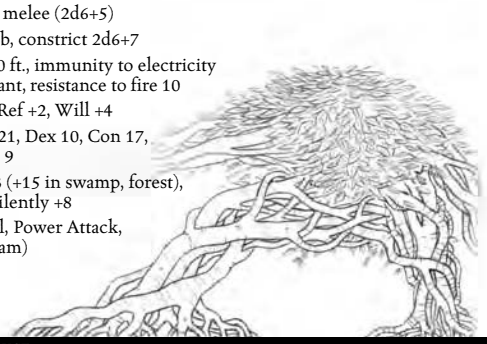
HD: 6 (33 hp) **INIT:** +6
AC: 18 (T 12, FF 16) **SPD:** 30 ft.
ATK: Bite +9 melee (1d6+3, evil, lawful) and 2 claws +4 melee (1d4+1, evil, lawful)
SA: Spell-like abilities (6th-level caster), feed
SQ: Change shape (goblin or wolf), DR 5/magic, outsider, scent
SAVES: Fort +6, Ref +7, Will +7
ABILITIES: Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14
SKILLS: Bluff +11, Diplomacy +6, Hide +11 (+15 wolf form), Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)
FEATS: Combat Reflexes, Improved Initiative, Track **CR:** 4

Dire Boar: N Large Animal

HD: 7 (52 hp) **INIT:** +0
AC: 15 (T 9, FF 15) **SPD:** 40 ft.
ATK: Gore +12 melee (1d8+12)
SA: Ferocity (fight below 0 hp)
SQ: Low-light vision, scent
SAVES: Fort +8, Ref +5, Will +8
ABILITIES: Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
SKILLS: Listen +8, Spot +8
FEATS: Alertness, Endurance, Iron Will
CR: 4

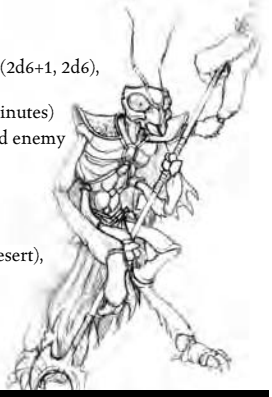
Shambling Mound: N Large Plant

HD: 8 (60 hp) **INIT:** +0
AC: 20 (T 9, FF 20) **SPD:** 20 ft., swim 20 ft.
ATK: 2 slams +11 melee (2d6+5)
SA: Improved grab, constrict 2d6+7
SQ: Darkvision 60 ft., immunity to electricity (gain 1d4 Con), plant, resistance to fire 10
SAVES: Fort +9, Ref +2, Will +4
ABILITIES: Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
SKILLS: Hide +3 (+15 in swamp, forest), Listen +8, Move Silently +8
FEATS: Iron Will, Power Attack, Weapon Focus (slam)
CR: 6



Thri-Kreen Ranger: CN Medium Monstrous Humanoid Rgr2

HD: 4 (22 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 40 ft.
ATK: Gythka +6 melee (2d6+1), or +4/+4 melee (2d6+1, 2d6), and bite +0 melee (1d4 plus poison)
SA: Poison (Fort negates DC 11, paralysis 2d6 minutes)
SQ: Darkvision 60 ft., immunity to sleep, favored enemy (aberrations) +2, leap, wild empathy
SAVES: Fort +3, Ref +9, Will +4
ABILITIES: Str 12, Dex 16, Con 11, Int 8, Wis 12, Cha 7
SKILLS: Balance +5, Climb +5, Hide +6 (+10 desert), Jump +37, Listen +8, Spot +6
FEATS: Deflect Arrows, Dodge, Track, Two-Weapon Fighting, Weapon Focus (gythka)
POSS: Gythka, 1,900 gp
CR: 3



Bearded Devil: LE Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 6 (45 hp) **INIT:** +6
AC: 19 (T 12, FF 17) **SPD:** 40 ft.
ATK: Glaive +9/+4 melee (1d10+3 plus infernal wound, evil, lawful); or 2 claws +8 melee (1d6+2, evil, lawful)
SA: Battle frenzy 2/day (+4 Str, +4 Con, +2 Will, –2 AC), beard (both claws, 1d8+2 plus devil chills), infernal wound (+2 damage/round), *summon baatezu*
SQ: Baatezu, DR 5/silver or good, outsider, see in darkness, SR 17, teleport
SAVES: Fort +8, Ref +7, Will +5
ABILITIES: Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
SKILLS: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9
FEATS: Improved Initiative, Power Attack, Weapon Focus (glaive)
CR: 5

Displacer Beast: LE Large Magical Beast

HD: 6 (51 hp) **INIT:** +2
AC: 16 (T 11, FF 14) **SPD:** 40 ft.
ATK: 2 tentacles +9 melee (1d6+4) and bite +4 melee (1d8+2)
SA: Reach 10 ft. with tentacles
SQ: Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks (+2 saves)
SAVES: Fort +8, Ref +7, Will +3
ABILITIES: Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8
SKILLS: Hide +10, Listen +5, Move Silently +7, Spot +5
FEATS: Alertness, Dodge, Stealthy
CR: 4

Goblin Sneak: N Small Humanoid (goblinoid) Rog1

HD: 1 (7 hp) **INIT:** +3
AC: 16 (T 14, FF 13) **SPD:** 30 ft.
ATK: Short sword +2 melee (1d4+1); or light crossbow +4 ranged (1d6)
SA: Sneak attack +1d6
SQ: Darkvision 60 ft., trapfinding
SAVES: Fort +1, Ref +5, Will +1
ABILITIES: Str 12, Dex 17, Con 12, Int 10, Wis 13, Cha 6
SKILLS: Balance +5, Climb +5, Disable Device +5, Hide +9, Jump +5, Move Silently +9, Listen +5, Open Lock +5, Search +5, Spot +5, Tumble +5
FEATS: Dodge
POSS: Leather, short sword, light crossbow, 10 bolts, 800 gp
CR: 1

Half-Orc Fighter: LE Medium Humanoid (orc) Ftr2

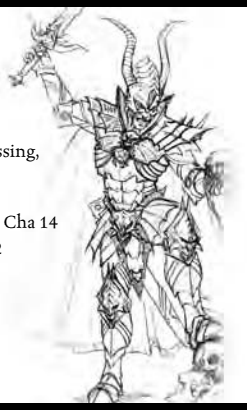
HD: 2 (19 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Greatsword +7 melee (2d6+4)
SQ: Darkvision 60 ft.
SAVES: Fort +5, Ref +1, Will +3
ABILITIES: Str 17, Dex 13, Con 13, Int 8, Wis 12, Cha 6
SKILLS: Intimidate +3
FEATS: Dodge, Iron Will, Weapon Focus (greatsword)
POSS: Banded mail, masterwork greatsword, 1,500 gp
CR: 2

Hell Hound: LE Medium Outsider (evil, extraplanar, fire, lawful)

HD: 4 (22 hp) **INIT:** +5
AC: 16 (T 11, FF 15) **SPD:** 40 ft.
ATK: Bite +5 melee (1d8+1 plus 1d6 fire)
SA: Breath weapon (cone of fire, 10 feet, every 2d4 rounds; damage 2d6, Reflex half DC 13), fiery bite
SQ: Fire subtype, outsider, scent
SAVES: Fort +5, Ref +5, Will +4
ABILITIES: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6
SKILLS: Hide +13, Jump +8, Listen +7, Move Silently +13, Spot +7, Survival +7 (+15 tracking by scent)
FEATS: Improved Initiative, Run, Track
CR: 3

Human Blackguard: LE Medium Humanoid (human) Pal7/Blk2

HD: 9 (72 hp) **INIT:** +1
AC: 20 (T 11, FF 19) **SPD:** 20 ft.
ATK: +2 *longsword* +14/+9 melee (1d8+5)
SA: Fiendish summoning, smite good 3/day (attack +2, damage +2), sneak attack +1d6, spells
SQ: Aura of evil, detect good, poison use, dark blessing, lay on hands 18
SAVES: Fort +12, Ref +5, Will +7
ABILITIES: Str 15, Dex 12, Con 14, Int 8, Wis 11, Cha 14
SKILLS: Diplomacy +12, Knowledge (religion) +2
FEATS: Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (longsword)
SPELLS: (1; save DC 10 + spell level): 1st—*doom*
POSS: +1 *full plate*, +2 *longsword*, 1,000 gp
CR: 9



Human Executioner: LE Medium Humanoid (human) Ftr4

HD: 4 (30 hp) **INIT:** +2
AC: 13 (T 12, FF 11) **SPD:** 30 ft.
ATK: Greataxe +8 melee (1d12+6)
SAVES: Fort +7, Ref +3, Will +4
ABILITIES: Str 16, Dex 14, Con 12, Int 8, Wis 13, Cha 10
SKILLS: Climb +6, Intimidate +10, Jump +7
FEATS: Great Fortitude, Iron Will, Power Attack, Skill Focus (Intimidate), Weapon Focus (greataxe), Weapon Specialization (greataxe)
POSS: Padded, greataxe, 3,200 gp
CR: 4

Human Thug: LE Medium Humanoid (human) War2

HD: 2 (14 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 20 ft.
ATK: Club +4 melee (1d6+1)
SAVES: Fort +4, Ref +0, Will –1
ABILITIES: Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10
SKILLS: Intimidate +5, Jump +1
FEATS: Dodge, Toughness
POSS: Scale mail, light wooden shield, masterwork club
CR: 1

Kobold Warrior: LE Small Humanoid (reptilian) War1

HD: 1 (4 hp) **INIT:** +1
AC: 15 (T 12, FF 14) **SPD:** 30 ft.
ATK: Spear +1 melee (1d6–1)
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +2, Ref +1, Will –1
ABILITIES: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
SKILLS: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (mining) +2, Search +2, Spot +2
FEATS: Alertness
POSS: Leather, spear
CR: 1/4

Medusa: LE Medium Monstrous Humanoid

HD: 6 (33 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Shortbow +8/+3 ranged (1d6); or dagger +8/+3 melee (1d4) and snakes +3 melee (1d4 plus poison)
SA: Petrifying gaze (30 ft.; Fort negates DC 15), poison (Fort negates DC 14; 1d6 Str/2d6 Str)
SQ: Darkvision 60 ft.
SAVES: Fort +3, Ref +7, Will +6
ABILITIES: Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
SKILLS: Bluff +9, Diplomacy +4, Disguise +9, Intimidate +4, Move Silently +8, Spot +8
FEATS: Point Blank Shot, Precise Shot, Weapon Finesse
POSS: Shortbow, 20 arrows, dagger
CR: 7

Mummy: LE Medium Undead

HD: 8 (55 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Slam +11 melee (1d6+10 plus mummy rot)
SA: Despair (Will negates DC 16; paralysis 1d4 rounds), mummy rot (Fortitude negates DC 16; incubation 1 minute; 1d6 Con, 1d6 Cha)
SQ: DR 5/—, undead, vulnerability to fire
SAVES: Fort +4, Ref +2, Will +8
ABILITIES: Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15
SKILLS: Hide +7, Listen +8, Move Silently +7, Spot +8
FEATS: Alertness, Great Fortitude, Toughness
CR: 5

Wraith: LE Medium Undead (INCORPOREAL)

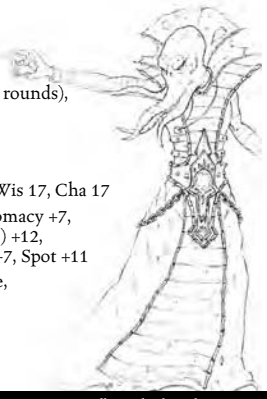
HD: 5 (32 hp) **INIT:** +7
AC: 15 (T 15, FF 12) **SPD:** Fly 60 ft. (good)
ATK: Incorporeal touch +5 (1d4 plus 1d6 Constitution drain)
SA: Constitution drain (1d6, Fort negates DC 14), create spawn (wraith, 1d4 rounds)
SQ: Daylight powerlessness, incorporeal, +2 turn resistance, undead, unnatural aura
SAVES: Fort +1, Ref +4, Will +6
ABILITIES: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
SKILLS: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12
FEATS: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
CR: 5

Skeleton (HUMAN WARRIOR): NE Medium Undead

HD: 1 (6 hp) **INIT:** +5
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Scimitar +1 melee (1d6+1)
SQ: DR 5/bludgeoning, immunity to cold, undead
SAVES: Fort +0, Ref +1, Will +2
ABILITIES: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1
FEATS: Improved Initiative
POSS: Battered breastplate, battered heavy wooden shield, scimitar
CR: 1/3

Mind Flayer: LE Medium Aberration

HD: 8 (44 hp) **INIT:** +6
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: 4 tentacles +8 melee (1d4+1)
SA: *Mind blast* (Will negates DC 17; stun 3d4 rounds), psionics, improved grab, extract
SQ: SR 25, telepathy
SAVES: Fort +3, Ref +4, Will +9
ABILITIES: Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17
SKILLS: Bluff +11, Concentration +11, Diplomacy +7, Hide +10, Intimidate +9, Knowledge (any one) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11
FEATS: Combat Casting, Improved Initiative, Weapon Finesse
CR: 8

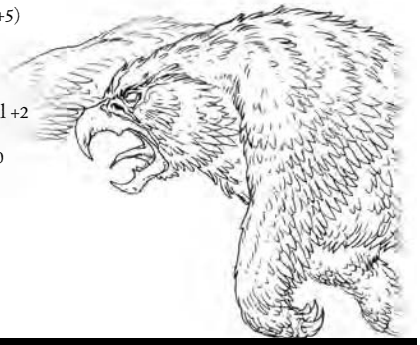


Wight: LE Medium Undead

HD: 4 (26 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Slam +3 melee (1d4+1 plus energy drain)
SA: Energy drain (Fort DC 14 removes negative level), create spawn (wight, 1d4 rounds)
SQ: Undead
SAVES: Fort +1, Ref +2, Will +5
ABILITIES: Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
SKILLS: Hide +8, Listen +7, Move Silently +16, Spot +7
FEATS: Alertness, Blind-Fight
CR: 3

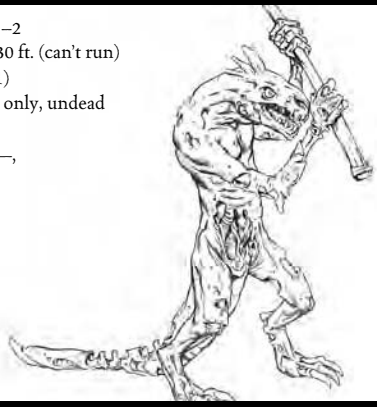
Owlbear: N Large Magical Beast

HD: 5 (52 hp) **INIT:** +1
AC: 15 (T 10, FF 14) **SPD:** 30 ft.
ATK: 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
SA: Improved grab
SQ: Scent
SAVES: Fort +9, Ref +5, Will +2
ABILITIES: Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
SKILLS: Listen +8, Spot +8
FEATS: Alertness, Track
CR: 4



Troglodyte Zombie: NE Medium Undead

HD: 4 (29 hp) **INIT:** –2
AC: 16 (T 8, FF 16) **SPD:** 30 ft. (can't run)
ATK: Greatclub +3 melee (1d10+1)
SQ: DR 5/slashing, single actions only, undead
SAVES: Fort +1, Ref –1, Will +4
ABILITIES: Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
FEATS: Toughness
POSS: Greatclub
CR: 1



Wolf Skeleton: NE Medium Undead

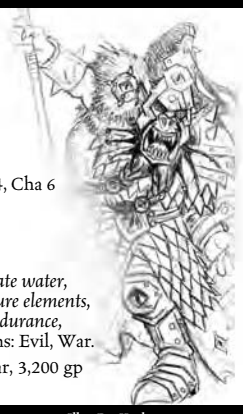
HD: 2 (13 hp) **INIT:** +7
AC: 15 (T 13, FF 12) **SPD:** 50 ft.
ATK: Bite +2 melee (1d6+1)
SQ: DR 5/bludgeoning, immunity to cold, undead
SAVES: Fort +0, Ref +3, Will +3
ABILITIES: Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1
FEATS: Improved Initiative
CR: 1

Zombie (HUMAN COMMONER): NE Medium Undead

HD: 2 (16 hp) **INIT:** –1
AC: 11 (T 9, FF 11) **SPD:** 30 ft. (can't run)
ATK: Club +2 melee (1d6+1)
SQ: DR 5/slashing, single actions only, undead
SAVES: Fort +0, Ref –1, Will +3
ABILITIES: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1
FEATS: Toughness
POSS: Club
CR: 1/2

Cleric of Gruumsh: CE Medium Humanoid (ORC) Clr4

HD: 4 (26 hp) **INIT:** +1
AC: 16 (T 11, FF 15) **SPD:** 20 ft.
ATK: Shortspear +8 melee (1d6+4)
SA: Rebuke undead 1/day (–2), spells
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +5, Ref +2, Will +6
ABILITIES: Str 19, Dex 13, Con 12, Int 8, Wis 14, Cha 6
SKILLS: Concentration +5, Diplomacy +5
FEATS: Power Attack, Skill Focus (Diplomacy), Weapon Focus (shortspear)
SPELLS: (5/5/4; save DC 12 + spell level): 0—*create water, detect magic* (2), *read magic* (2); 1st—*doom* (3), *endure elements, protection from good*;* 2nd—*align weapon, bear's endurance, desecrate*, lesser restoration.* *Domain spell. Domains: Evil, War.
POSS: Scale mail, light wooden shield, shortspear, 3,200 gp
CR: 4



Drow Archer: NE Medium Humanoid (ELF) Ftr2

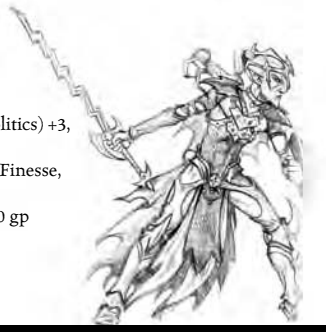
HD: 2 (17 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Composite shortbow +6 ranged (1d6+1); or short sword +3 melee (1d6+1)
SQ: Drow traits, SR 13
SAVES: Fort +4, Ref +3, Will +1
ABILITIES: Str 13, Dex 17, Con 12, Int 12, Wis 12, Cha 10
SKILLS: Climb +4, Jump +4, Listen +4, Search +3, Spot +4
FEATS: Point Blank Shot, Precise Shot, Weapon Focus (composite shortbow)
POSS: Chain shirt, composite shortbow (+1 Str bonus), 20 arrows, short sword, 1,700 gp
CR: 3

Drow Cleric of Lolth: CE Medium Humanoid (ELF) Clr6

HD: 6 (36 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 20 ft.
ATK: Dagger +5 melee (1d4+1)
SA: Spells, rebuke undead 4/day (+1)
SQ: Drow traits, SR 17, veil of shadow
SAVES: Fort +6, Ref +7, Will +7
ABILITIES: Str 13, Dex 16, Con 12, Int 3, Wis 15, Cha 10
SKILLS: Conc. +10, Dip. +11, Listen +6, Search +3, Spot +6
FEATS: Alertness, Lightning Reflexes, Skill Focus (Diplomacy)
SPELLS: (Save DC 12 + spell level): 0—*detect magic* (2), *detect poison, read magic* (2); 1st—*cause fear, magic weapon* (2), *prot. good*, sanctuary;* 2nd—*align weapon, delay poison, desecrate*, eagle's splendor, lesser restoration;* 3rd—*magic circle against good*, slashing darkness* (2; ranged touch +7, 3d8 or heal undead 3d8). *Domain spell. Domains: Darkness, Evil.
POSS: *+1 breastplate, amulet of health* +2 **CR:** 7

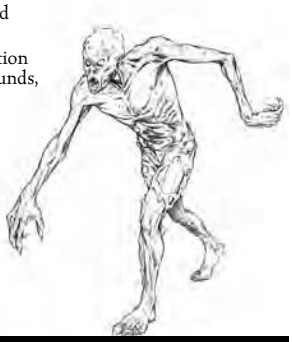
Drow Fighter: NE Medium Humanoid (ELF) Ftr3

HD: 3 (24 hp) **INIT:** +3
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Rapier +7 melee (1d6+1)
SQ: Drow traits, SR 14
SAVES: Fort +4, Ref +4, Will +1
ABILITIES: Str 13, Dex 17, Con 12, Int 10, Wis 10, Cha 12
SKILLS: Jump +5, Knowledge (drow politics) +3, Listen +2, Search +2, Spot +2
FEATS: Dodge, Power Attack, Weapon Finesse, Weapon Focus (rapier)
POSS: Chain shirt, buckler, rapier, 2,300 gp
CR: 4



Ghoul: CE Medium Undead

HD: 2 (13 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 30 ft.
ATK: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)
SA: Ghoul fever (Fort negates DC 15; incubation 1 day; 1d3 Con, 1d3 Dex), paralysis (1d4+1 rounds, Fort negates DC 15, elves immune)
SQ: +2 turn resistance, undead
SAVES: Fort +0, Ref +2, Will +5
ABILITIES: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12
SKILLS: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7
FEATS: Multiattack
CR: 1

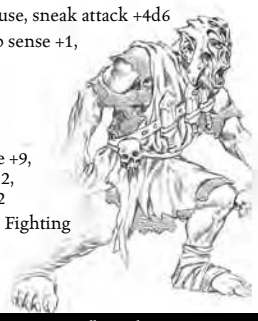


Gnoll: CE Medium Humanoid (GNOLL)

HD: 2 (11 hp) **INIT:** +0
AC: 15 (T 10, FF 15) **SPD:** 30 ft.
ATK: Battleaxe +3 melee (1d8+2)
SQ: Darkvision 60 ft.
SAVES: Fort +4, Ref +0, Will +0
ABILITIES: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SKILLS: Listen +2, Spot +3
FEATS: Power Attack
POSS: Leather, heavy wooden shield, battleaxe
CR: 1

Half-Orc Assassin: NE Medium Humanoid (ORC) Rog5/Asn1

HD: 6 (23 hp) **INIT:** +3
AC: 17 (T 13, FF 17) **SPD:** 30 ft.
ATK: 2 short swords +5/+5 (1d6+1, 1d6)
SA: Death attack (Fort negates DC 11), poison use, sneak attack +4d6
SQ: Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge
SAVES: Fort +1, Ref +9, Will +0
ABILITIES: Str 15, Dex 16, Con 10, Int 10, Wis 8, Cha 12
SKILLS: Balance +5, Climb +11, Disable Device +9, Hide +12, Jump +5, Listen +4, Move Silently +12, Open Lock +12, Spot +4, Search +4, Tumble +12
FEATS: Dodge, Weapon Finesse, Two-Weapon Fighting
POSS: *+1 studded leather*, 2 masterwork short swords, 3,800 gp
CR: 6



Hyena: N Medium Animal

HD: 2 (13 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 50 ft.
ATK: Bite +3 melee (1d6+3)
SA: Trip
SQ: Low-light vision, scent
SAVES: Fort +5, Ref +5, Will +1
ABILITIES: Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
SKILLS: Hide +3, Listen +6, Spot +4
FEATS: Alertness
CR: 1

Large Fire Elemental: N Large Elemental (EXTRAPLANAR, FIRE)

HD: 8 (60 hp) **INIT:** +9
AC: 18 (T 14, FF 13) **SPD:** 50 ft.
ATK: 2 slams +10 (2d6+2 plus 2d6 fire)
SA: Burn
SQ: DR 5/—, elemental, fire subtype
SAVES: Fort +5, Ref +11, Will +2
ABILITIES: Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
SKILLS: Listen +5, Spot +6
FEATS: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
CR: 5

Ogre: CE Large Giant

HD: 4 (29 hp) **INIT:** –1
AC: 16 (T 8, FF 16) **SPD:** 30 ft.
ATK: Greatclub +8 melee (2d8+7)
SQ: Darkvision 60 ft., low-light vision
SAVES: Fort +6, Ref +0, Will +1
ABILITIES: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
SKILLS: Climb +5, Listen +2, Spot +2
FEATS: Toughness, Weapon Focus (greatclub)
POSS: Hide, greatclub
CR: 3

Human Bandit: NE Medium Humanoid (HUMAN) War1

HD: 1 (4 hp) **INIT:** +5
AC: 15 (T 11, FF 14) **SPD:** 30 ft.
ATK: Handaxe +2 (1d6+1)
SAVES: Fort +2, Ref +1, Will –1
ABILITIES: Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8
SKILLS: Climb +3, Jump +3, Spot +0
FEATS: Dodge, Improved Initiative
POSS: Leather, heavy wooden shield, handaxe
CR: 1/2

Kuo-Toa: NE Medium Monstrous Humanoid (AQUATIC)

HD: 2 (11 hp) **INIT:** +0
AC: 16 (T 10, FF 16) **SPD:** 20 ft., swim 50 ft.
ATK: Spear +3 melee (1d8+1); or spear +2 ranged (1d8+1)
SQ: Adhesive, amphibious, immunities (poison, paralysis, *hold*, figments), keen sight, light blindness, resistance to electricity 10, slippery
SAVES: Fort +3, Ref +3, Will +5
ABILITIES: Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8
SKILLS: Escape Artist +8, Knowledge or Craft (any one) +4, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +9
FEATS: Alertness, Great Fortitude
POSS: 2 spears
CR: 2

Minotaur: CE Large Monstrous Humanoid

HD: 6 (39 hp) **INIT:** +0
AC: 14 (T 9, FF 14) **SPD:** 30 ft.
ATK: Greataxe +9/+4 melee (3d6+6) and gore +4 melee (1d8+2)
SA: Powerful charge 4d6+6
SQ: Darkvision 60 ft., natural cunning, scent
SAVES: Fort +6, Ref +5, Will +5
ABILITIES: Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
SKILLS: Intimidate +2, Listen +7, Search +2, Spot +7
FEATS: Great Fortitude, Power Attack, Track
POSS: Greataxe
CR: 4

Orc Archer: CE Medium Humanoid (ORC) War2

HD: 2 (11 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 30 ft.
ATK: Composite shortbow +3 ranged (1d6+3); or handaxe +5 melee (1d6+3)
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +4, Ref +0, Will –2
ABILITIES: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SKILLS: Climb +4, Intimidate +1
FEATS: Weapon Focus (composite shortbow)
POSS: Studded leather, handaxe, composite shortbow (+3 Str bonus), 20 arrows
CR: 1

Orc Berserker: CE Medium Humanoid (ORC) Bbn1

HD: 1 (13 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 40 ft.
ATK: Greataxe +5 melee (1d12+6)
SA: Rage 1/day (+4 Str, +4 Con, +2 Will, –2 AC)
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +4, Ref +1, Will +0
ABILITIES: Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SKILLS: Intimidate +2
FEATS: Iron Will
POSS: Studded leather, greataxe, 800 gp
CR: 1

Orc Warrior: CE Medium Humanoid (ORC) War1

HD: 1 (5 hp) **INIT:** +0
AC: 13 (T 10, FF 13) **SPD:** 30 ft.
ATK: Falchion +4 melee (2d4+4)
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +3, Ref +0, Will –2
ABILITIES: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SKILLS: Listen +1, Spot +1
FEATS: Alertness
POSS: Studded leather, falchion
CR: 1/2

Troll: CE Large Giant

HD: 6 (63 hp) **INIT:** +2
AC: 16 (T 11, FF 14) **SPD:** 30 ft.
ATK: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)
SA: Rend 2d6+9
SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent
SAVES: Fort +11, Ref +4, Will +3
ABILITIES: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
SKILLS: Listen +5, Spot +6
FEATS: Alertness, Iron Will, Track
CR: 5

Werewolf (Hybrid Form): CE Medium Humanoid (HUMAN, SHAPECHANGER)

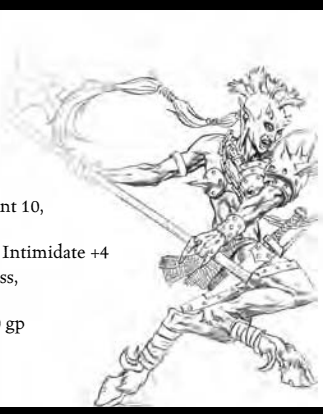
HD: 3 (20 hp) **INIT:** +6
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: 2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)
SA: Curse of lycanthropy (Fort negates DC 15)
SQ: Alternate form, DR 10/silver, low-light vision, scent, wolf empathy
SAVES: Fort +8, Ref +5, Will +2
ABILITIES: Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
SKILLS: Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2
FEATS: Improved Initiative, Iron Will, Stealthy, Track, Weapon Focus (bite)
CR: 3

Orc Spearfighter: CE Medium Humanoid (ORC) Ftr2

HD: 2 (17 hp) **INIT:** +1
AC: 14 (T 11, FF 13) **SPD:** 30 ft.
ATK: Longspear +6 (1d8+6)
SQ: Darkvision 60 ft., light sensitivity
SAVES: Fort +4, Ref +1, Will +1
ABILITIES: Str 19, Dex 13, Con 12, Int 8, Wis 12, Cha 6
SKILLS: Climb +4, Intimidate +2, Listen +3, Spot +3
FEATS: Alertness, Endurance, Power Attack
POSS: Studded leather, longspear, 1,900 gp
CR: 2

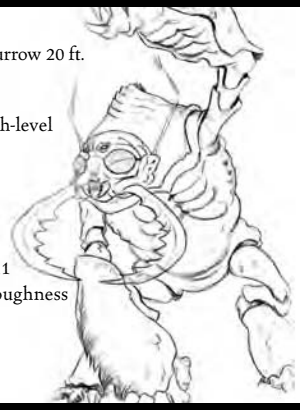
Tiefling Captain: CE Medium Outsider (NATIVE) Ftr3

HD: 3 (30 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Halberd +6 melee (1d8+3)
SA: *Darkness* 1/day
SQ: Outsider, resistance to cold 5, electricity 5, fire 5
SAVES: Fort +5, Ref +3, Will +1
ABILITIES: Str 15, Dex 15, Con 14, Int 10, Wis 10, Cha 10
SKILLS: Climb +5, Bluff +2, Hide +6, Intimidate +4
FEATS: Blind-Fight, Dodge, Toughness, Weapon Focus (halberd)
POSS: Studded leather, halberd, 2,400 gp
CR: 3



Umber Hulk: CE Large Aberration

HD: 8 (71 hp) **INIT:** +1
AC: 18 (T 10, FF 17) **SPD:** 20 ft., burrow 20 ft.
ATK: 2 claws +11 melee (2d4+6) and bite +9 melee (2d8+3)
SA: Confusing gaze (30 ft.; *confusion* as 8th-level caster; Will negates DC 15)
SQ: Darkvision 60 ft., tremorsense
SAVES: Fort +8, Ref +3, Will +6
ABILITIES: Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13
SKILLS: Climb +12, Jump +11, Listen +11
FEATS: Great Fortitude, Multiattack, Toughness
CR: 7



Worg: NE Medium Magical Beast

HD: 4 (30 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 50 ft.
ATK: Bite +7 melee (1d6+4)
SA: Trip
SQ: Darkvision 60 ft., low-light vision, scent
SAVES: Fort +6, Ref +6, Will +3
ABILITIES: Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
SKILLS: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2
FEATS: Alertness, Track
CR: 2